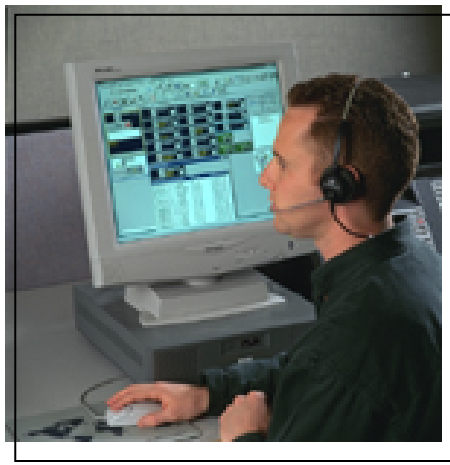
MOTOROLA

MCC 7500 Dispatch Console Elite



Butler County, OH
Operator Flipbook

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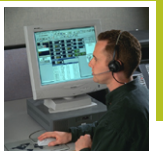

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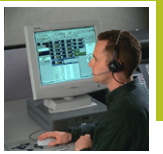

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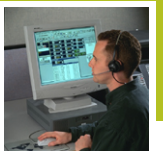
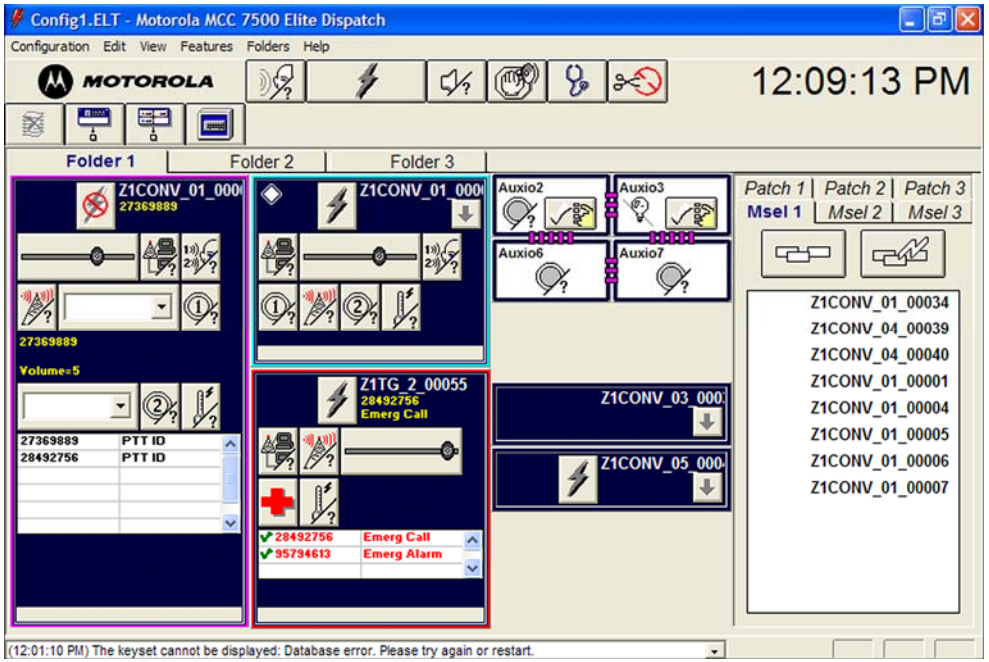
USING THE ELITE DISPATCH SCREEN





Typical Dispatch Window:

Title Bar

Menu Bar

Toolbar

Clock

Folder Tabs

Resources: Compressed and Expanded

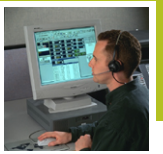
Auxio Resource

Multiselect/Patch Group Area

Activity Log

Status Line

System Status Display Region



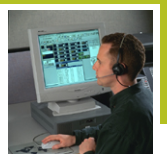
SELECTING A RADIO RESOURCE

Select the desired resource by touching or clicking with the left mouse button in the solid dark blue area of the radio resource.

Note: The border will change to green and the inside background will turn white when selected.

Selected Resource

Unselected Resource

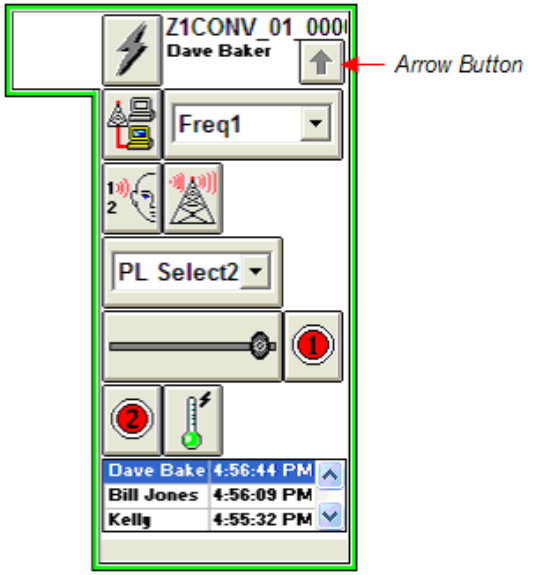


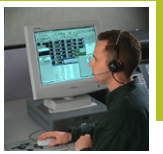
EXPANDING AND COMPRESSING A RESOURCE WINDOW

To conserve space on the screen, some resource windows can be displayed in their Compressed mode hiding some information.

To reveal or hide information, click the boxed **Arrow** button of the resource.

- When the flap is exposed, the arrow button points up indicating that it is possible to compress the display.
- When the flap is hidden, the arrow points down indicating that the resource can be expanded to display concealed features.





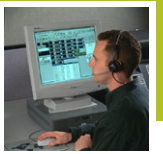
GENERAL TRANSMIT

General Transmit allows the operator to talk on the selected radio resource(s).

To perform a General Transmit:

1. Select the radio resources to transmit on.
2. If no one else is speaking, speak into the microphone by holding down the **Transmit** button on the toolbar or microphone, or pressing the right footswitch pedal. The red transmit icon appears on the selected resource
3. Release the **Transmit** button when done transmitting.

Note: It is important to monitor a private line before transmitting to ensure that the transmission does not accidentally override an existing call.



INSTANT TRANSMIT

To do an Instant Transmit:

1. Transmit and speak into the microphone by holding down the **Transmit** button on the resource. The red transmit icon appears on the resource.
2. Release the **Instant Transmit** button when finished.

Use Instant Transmit to:

- Transmit to a resource, but not change the resource that is selected.
- Override an existing conversation by another dispatcher.

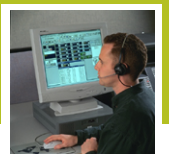
SAFETY INSTANT TRANSMIT

If a **Transmit** button is protected with the Safety Switch, follow these steps to transmit to a protected resource:

1. Click the **Safety Switch** button from the toolbar or select **Safety Switch** from the **Features** menu.
2. Observe that the **Safety Instant Transmit** button on the resource changes to the regular **Instant Transmit** button.
3. Click and hold the **Safety Instant Transmit** button within five seconds.
4. Speak into the microphone.
5. Release the **Safety Instant Transmit** button when finished.

Safety Switch Toolbar Button

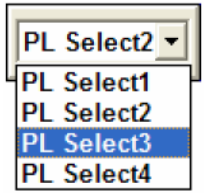
Safety Instant Transmit Button



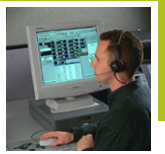
FREQUENCY/PRIVATE LINE SELECT

If a resource is equipped with multiple frequencies, the desired frequency can be selected from the **Frequency/Private Line** drop-down list prior to transmitting on the resource.

Frequency Select



Private Line Select

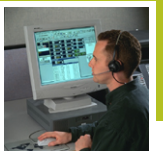


ADJUSTING THE VOLUME OF A RESOURCE

To adjust an individual resource's volume:

1. Expand the resource, so that the volume control is visible.
2. Slide the volume control in either direction to adjust the volume, or click on the volume bar to move the control (0=lowest, 7=highest). The Microhelp line at the bottom of the resource window displays the new volume setting.

Note: The overall volume of each speaker can be adjusted by using the volume knob located on each speaker.



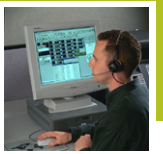
ALL MUTE

To mute all unselected audio:

1. Press the **All Mute** button.

Note: This will mute the unselect audio for a preprogrammed time period (default is 30 seconds).

2. Press the **All Mute** button again to unmute the audio, or when the muting time is complete, the unselected audio returns to its previous level.



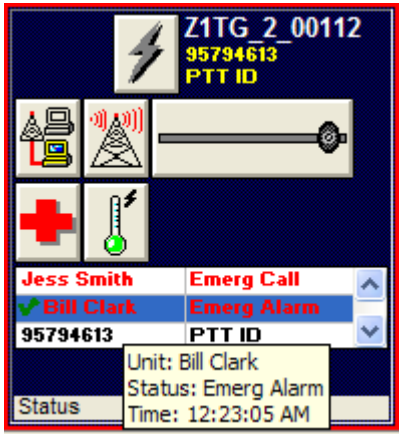
STACK USAGE

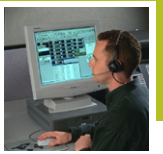
The Stack consists of two columns and displays the most recent incoming calls on a resource. The calls are listed in chronological order with the newest entry at the top.

The left-hand column displays the alias of the radio initiating an inbound call, or if an alias is not defined, the subscriber ID of the radio is displayed.

The right-hand column can show up to six types of information, depending on how the Stack has been configured in the Elite Admin.

Click the mouse in the right-hand column to toggle the information being displayed among the following six choices: Status, Time, Zone, Zone ID, Site, and Site ID.





DELETING STACK ENTRIES

To delete a Stack entry:

1. Use the mouse to highlight the Stack entry to be deleted.

*Note: Observe that the inactive **Delete Single Stack Entry** or **Delete Entire Stack Entry** toolbar button will change to active.*

2. Press the **Delete Single Stack Entry** or **Delete Entire Stack Entry** button, or select **Delete Single Stack Entry** or **Delete Entire Stack Entry** from the **Features** menu to delete the selected entry.

Note: You have five seconds or the time set in registry to do so. If you do not delete within the interval, you must select the Stack entry again.

3. Switching folders or activating other windows, will cause an active **Delete Stack Entry** button to become inactive and the corresponding menu entry to disable.

Single Stack

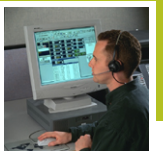
Inactive Delete Single Stack Entry button

Active Delete Single Stack Entry button

Entire Stack

Inactive Delete Entire Stack button

Active Delete Entire Stack button



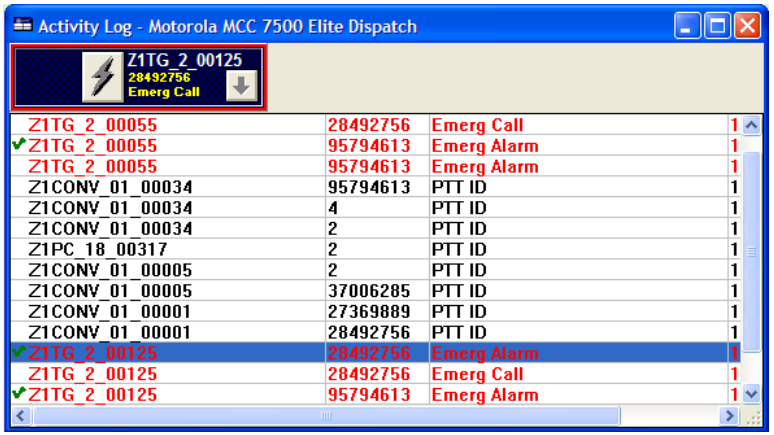
ACTIVITY LOG

The Activity Log is a floating window that maintains a record of the most recent call activity.

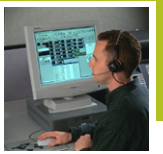
To respond to entries in the Activity Log:

1. Open the Activity Log by clicking on the **Show Activity Log** button on the Toolbar.
2. Select the call in the **Activity Log** window. A view of the resource appears above the Activity Log display.
3. Perform operations on the resource as desired.
4. To change the displayed resource, select another call from the log.

Show Activity Log Button

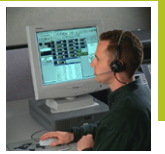


Z1TG_2_00055	28492756	Emerg Call	1
Z1TG_2_00055	95794613	Emerg Alarm	1
Z1TG_2_00055	95794613	Emerg Alarm	1
Z1CONV_01_00034	95794613	PTT ID	1
Z1CONV_01_00034	4	PTT ID	1
Z1CONV_01_00034	2	PTT ID	1
Z1PC_18_00317	2	PTT ID	1
Z1CONV_01_00005	2	PTT ID	1
Z1CONV_01_00005	37006285	PTT ID	1
Z1CONV_01_00001	27369889	PTT ID	1
Z1CONV_01_00001	28492756	PTT ID	1
Z1TG_2_00125	28492756	Emerg Alarm	1
Z1TG_2_00125	28492756	Emerg Call	1
Z1TG_2_00125	95794613	Emerg Alarm	1



SECURE (ENCRYPTION)

When transmitting on an encrypted resource the lock symbol will illuminate to indicate that the transmission is coded/secure.

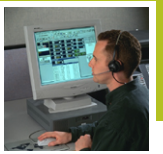


END EMERGENCY TONES

To turn off the Emergency Tones for all the emergencies currently active at the console, click the **End Emergency Tones** button on the toolbar.

This discontinues the tones, but does not acknowledge or end, the emergency state of any of the events that triggered the Emergency Tones. The border remains flashing.

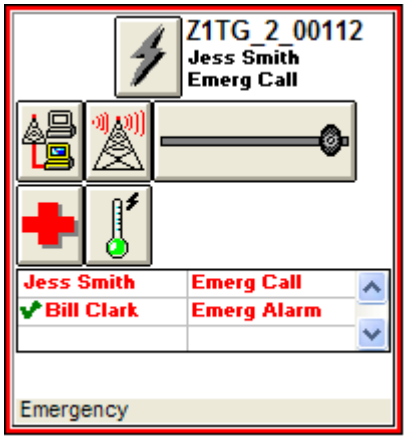
End Emergency Tones Button

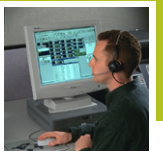


RECEIVING AN EMERGENCY ALARM/CALL

When you receive an Emergency Alarm/Call:

- Emergency tones are heard on the Console speaker.
- The volume of the resource is automatically set to maximum.
- The resource border flashes red.
- Depending on the type of emergency, the status line in the Resource Header displays “Emerg Alarm” or “‘Emerg Call.
- Depending on the type of emergency, the Stack and the Activity Log displays “Emerg Alarm” or “Emerg Call” in red.
- For each Emergency Alarm received at an operator position, a continuous emergency tone is generated.
- Clicking on the flashing icon will silence the alarm, but not acknowledge the alarm.



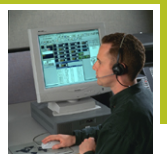


RESPONDING TO AN EMERGENCY ALARM/CALL

1. Click the **Emergency** button on the resource window to display the Emergency QuickList.
2. Select the entry to be acknowledged in the Emergency QuickList.
3. Click the **Acknowledge Emergency** button to handle the Emergency Alarm/Call.
   - This ends the emergency tone for that particular emergency entry at all consoles.
   - A green check mark is placed next to the Unit ID entry in the QuickList, and also next to the corresponding entries in the Stack and Activity Log.
   - The border of the resource window stops flashing.
4. Click and hold the **Transmit** button to talk to the radio that sent an Emergency Call.
5. Press the **Knockdown** button to end the emergency. The border will change back to original color before the emergency.

Acknowledge Emergency Button

Emergency Knockdown Button



SELECT A MULTISELECT GROUP

Placing several of the resources into a Multiselect Group allows you to transmit on all of them simultaneously.

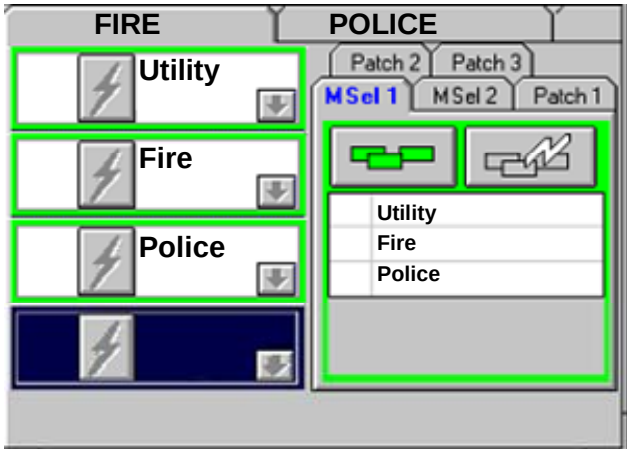
To add resources to a Multiselect Group:

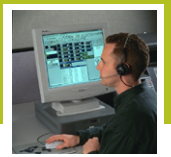
1. Select the Multiselect (Msel) Group folder for the group you want to create.

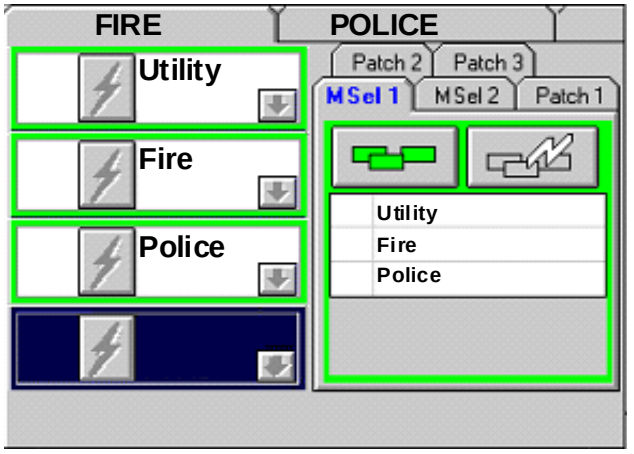
Note: The border around the group window turns green when selected.

2. Press the **Multiselect Edit** button.
3. Select the resource(s) you want to add to the group by clicking on the solid blue area of the radio resource.

Note: The resource turns white with a green border when selected. You cannot include a telephone resource in a Multiselect Group.







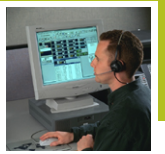
4. Transmit with the **Transmit** button on the toolbar or microphone or press the right footswitch pedal to broadcast across your Multiselect Group. To transmit on just one of the resources in your Multiselect use the Instant Transmit

   OR

   Press the **Multiselect Edit** button again to save and close the Multiselect group. Transmit on the saved Multiselect Group when needed by pressing the **Multiselect Transmit** button .

To remove resources from a Multiselect Group:

1. While in edit mode delete the Multiselect Group by deselecting the resources on your screen, then exit edit mode.



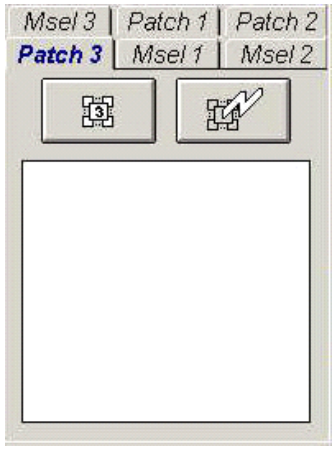
SELECT A PATCH GROUP

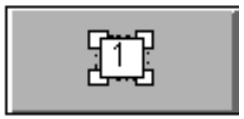
A Patch Group is a group of linked resources that allows radio users to communicate with each other while on separate resources or systems. During the duration of time that the patch is built all resources in the patch will act as one resource. When the dispatcher transmits on one of the resources in the patch the transmission will go across all the resources. When the radio user transmits on one of the resources in the patch it will go across all the resources.

1. Select the Patch Group folder for the group you want to create.

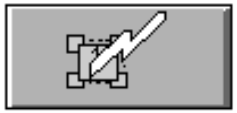
Note: The border around the group window turns blue when selected.

2. Press the **Patch Edit** button.
3. Select the resources you want to add to the group by clicking in the dark blue area of the resource.
4. Select the **Patch Edit** button again to exit the Edit mode.

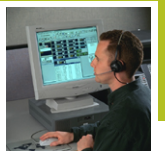




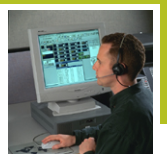
Patch Edit



Patch Transmit



5. Press the dedicated **Patch Transmit** button or use any transmit method on one of the resources in your patch to transmit on the patch you have created.
6. To remove the Patch follow the steps above.



OUTBOUND SIGNALING USING THE QUICKLIST

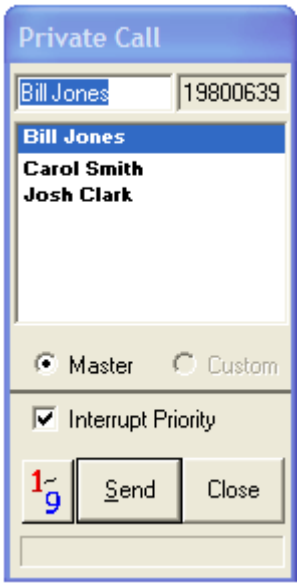
The QuickList is used to specify the desired radio to establish a communication link. The QuickList provides two modes to select a radio, by Unit Alias, and by manually entering the Unit ID. The modes are toggled by pressing the 1-9/A-Z button in the QuickList.

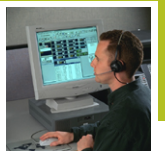
Selection by Unit Alias:

1. Press the **Send** button to transmit the corresponding signaling feature with which the QuickList is associated.

Selection by Unit ID:

1. Press the numbered buttons to specify the Unit ID of the radio you are going to signal.
2. Press the **Send** button to transmit the corresponding signaling feature with which the QuickList is associated.



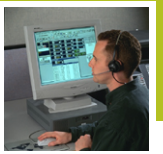


SEND TO A CALL ALERT

To send a Call Alert Page from the operator position:

Call Alert Button

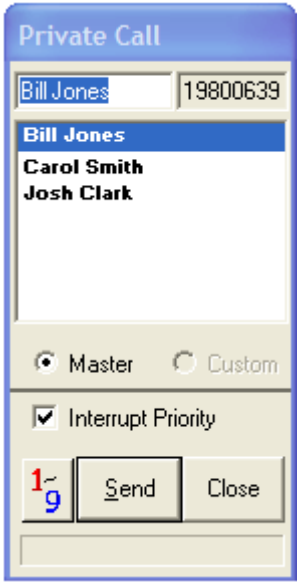
1. Press the **Call Alert Page** button
2. A QuickList will appear.
3. Select an Alias/Unit ID, or manually enter the Radio ID number of the recipient of the Call Alert Page.
4. Press the **Send** button.

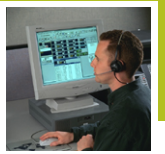


INITIATE A PRIVATE CALL

To initiate a Private Call:

1. Press the **Private Call** button .
2. A QuickList will appear. Select either the Alias or the ID, or manually enter the Radio ID of the recipient of the Private Call.
3. Press the **Send** button. A green LED will flash in the top left corner of the **Private Call** button, and “Private Call” will display in the status line.
4. When the called party answers, the green dot will no longer flash.
5. Use any method of transmit to communicate with the called party.
6. Press the **Private Call** button to hang up.





CHANNEL MARKER

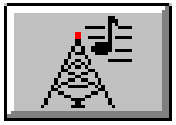
The Channel Marker feature allows you to send a tone across a selected Channel or Talkgroup which will occur every 10 seconds until terminated.

To initiate the Channel Marker:

1. Select the radio resource on which you wish to place a channel marker.
2. Press the Channel Marker button.

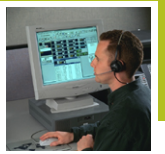
To end the Channel Marker:

1. Press the Channel Marker button.



Channel Marker

Note: Channel Marker only works on the currently selected channel. If a new channel is selected the channel marker tone will follow.



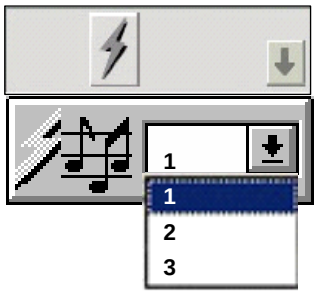
ALERT TONES

The Alert Tone feature allows you to send a preprogrammed tone across a selected Channel or Talkgroup.

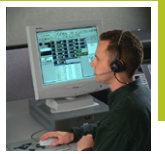
To send an alert tone:

1. Select the desired resource upon which you wish to transmit the alert.
2. Locate the **Alert Tones** button in the toolbar and press the down arrow to reveal the available Alerts in the drop-down box.
3. Highlight your desired alert with your choose button.
4. Press and hold the **Transmit** button on the **Alert Tone** button to send the alert.

Note: You may send alert tones to the selected resource for as long as you hold down the Alert Tones button. The lightning bolt on the button will turn red when you are transmitting.



Alert Tones

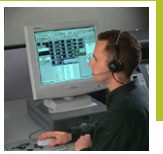


PAGING/FIRE TONES

Paging refers to sending Fire Tones, This is not alphanumeric paging. Tone paging allows you to send notification to those in the paging group.

There are five paging options:

- Quick Page
- Checklist Page
- Standard Page
- Resend Page
- Abort Page



QUICK PAGE

The System Administrator must set up the alias resource before this option is available. Once it is set up, pressing the desired resource would send a predetermined paging code to that resource.

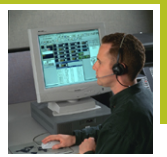
To send a Quick Page:

1. Click on the pager on the **Page Resource** button to immediately send a page to that resource.

Page Resource Button

2. When the page is successfully sent a symbol will appear within the Page Resource button.

3. If the page failed a symbol will appear within the Page Resource button. Any failed pages will have to be resent.



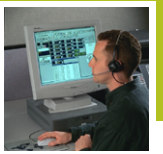
CHECKLIST PAGE

This sends pages to a collection of page resources.

1. Enter Checklist Page mode by pressing either the **Checklist** button on the toolbar or menu item.
2. Select resources from the folder(s) by using the left mouse button to highlight the Page Resource to be included in the list. The background of the selected resources become white to indicate it is included in the Checklist.
3. Once you have selected the desired resource(s), press the **Send Page** button on the toolbar to page the resources.

Checklist Page Button

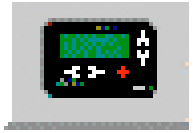
Send Page Button



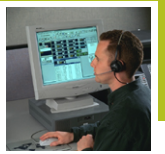
STANDARD PAGE

This method performs checklist paging differently.

1. Enter Standard Page mode by pressing either the **Standard Page** button on the toolbar or menu item.
2. Select resources from the left column and press the arrow button to place them in the right column to send. To remove any unwanted paging resources from the right column select them and press the arrow button to move them back to the left column.
3. Once you have populated the right column with the desired resource(s), press the **Send** button within the window.
4. Standard Page mode also allows you to enter a destination RAC if you need to steer the page to a particular repeater other than the one setup in the system. New pagers may also be added if they have not yet been setup in the system.



Standard Page Button



RESEND PAGE

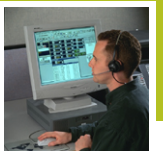
1. If any pages attempted are unsuccessful, press the **Resend Page** button. All unsuccessful pages will be resent.

Resend Page

ABORT PAGE

1. To cancel a page at any time, press the **Abort Page** button. Pressing the Abort Page button while the pages are in the process of being sent will only terminate those pages which have not yet transmitted. Once th ✓ appears on the Page Resource button the page has been sent and it cannot be aborted.

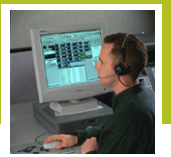
Abort Page



WORKING WITH AUXIOS

On the screen, Auxios (Auxiliary Inputs and Outputs) are the small white buttons with pictures that represent two different states. Depending on how your system administrator configures individual auxios, your auxio buttons may do the following:

1. Toggles the state on/off with each click. These are called Latching Output Auxios.
2. Changes the state as long as you hold down the **Auxio** button, and reverts back to the original state when you release it. These are called Momentary Output Auxios.
3. Turns itself off when you turn on another auxio in the same group. These are called Interlocking Auxios.
4. Shows the status of remote devices monitored by your console. You cannot change the status of the remote device. These are called Input Auxios.



AUXIO SAFETY

The system administrator may have configured some auxios so that the operator must actuate a Safety Switch before the auxio's status can be changed. This is to prevent the operator from accidentally changing the status of certain especially important auxios, such as the ones that open entrance doors or sound alarms.

To change the status of an auxio protected by the Safety Switch:

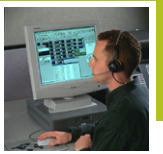
1. Click the **Safety Switch** button from the toolbar, or select **Safety Switch** from the **Features** menu. The icon on the toolbar turns from red to green.
2. The Safety Switch protected **Auxio** button changes to its normal state.
3. Select the desired auxio within five seconds.

Safety Switch Button (inactive)

Safety Switch Button (active)

Safety-Protected Auxio

Auxio in its Normal State



REPEAT CONTROL

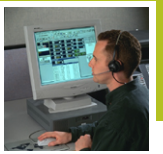
Repeat Control is a feature that allows a console to determine whether audio received from the base station is repeated to other subscriber units, or whether those received calls will only be heard at console positions. Under normal repeat operation, a mobile's audio is repeated to other subscriber units.

Clicking the **Repeat Control** button on a resource toggles the function on or off.

- When the feature is on, the button shows two sets of wave lines: one being received by the tower, and another being repeated leaving the tower.
- When the feature is off, only one group of waves is shown reaching the tower but they are not emanating from the other side.

Repeat Disabled

Repeat Enabled



VIEWING THE RESOURCE STATUS

The Resource Status feature is used to inform the operator of the availability of a resource.

Resource not available:

When a resource is not available for use, the “Resource Not Available” indicator appears in the resource window. The operator cannot perform any actions on the resource.

Resource Not Available indicator

Resource partially available:

When the resource is partially functional the “Resource Partially Available” indicator appears in the resource window. The operator may be able to perform limited operations on the resource.

Resource Partially Available indicator

When the resource becomes fully functional the indicator is removed.